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ALEX HLED IN MIRACLE WORLD-HELPFUL HINTS

At the beginning of the game, you will come to a box marked "?" (question mark). Upon opening the box, you will receive a ring. Capture the ring, press the pause button, press button 1, then press the pause button again to return to the first screen. Now, every time you use the "punch" button, you will send out a long range missile.

Notes:

The following procedure will enable you to continue play after "GAME OVER" appears on the screen.

Press and hold the control pad in the "up" direction.

Push Button 2 eight times.

This procedure should enable you to continue play but U400 is required to continue the game. (Player must have U400 or more in order to use this feature.)

In stage 11...The room with the boxes of the "fish", the "wave", and the "star"...in area "d" of the map below, punch the "fish" and the "wave" box once (not in order), then a cage which has Egle inside will open. Save Egle and go to area "E" to find a personal letter. After the letter has been found, go to area "L" and this round will be cleared.

The Sadaction Castle Map -

	A	B	C	D
	E	F	G	H
ENTRANCE	I	J	K	L
	M	N	O	P

In stage 16...Alex is inside of the castle of Ranken the Great. There are two rooms with a hanging ceiling with spikes. The first room with the hanging ceiling contains a "fish" box and the second one does not. Punch the "fish" box on the left wall in the first room with the dropping ceiling and the ceiling will cease to fall. Also, the floor will open up for you to go down to the next room.

In the 2nd room with the dropping ceiling, there are no "fish" boxes so try your best by dashing to the other side. You can make it!

Pink Boxes...Punch the pink box to make the exit (Note: The pink box will not disappear.).

Now, there are no limits. **SEGA®**